WESTERN BLACK MARSH GAZETTEER

Western Black Marsh Gazetteer

Black Marsh may seem swampy and inhospitable, but it has hidden charms for those who are willing to look. Though most of the region belongs to the Ebonheart Pact, there are many who live in the province's remote interior who pay no heed to such matters – particularly many of the isolated Argonian tribes who have called Black Marsh home for millennia. Those not well equipped to journey through the region may find it rough going, as the weather frequently combines with the marshy landscape to make what few thoroughfares exist in the province all but impassable. Lately, word has spread that one or more unknown parties are investigating the mystical flora that shape Argonians' understanding of the world, and perhaps even the worlds beyond this one.

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OVERLAND MECHANICS

Known for its ever-changing and inhospitable weather, Black Marsh tests the planning and endurance of its travelers. At the start of the session, place a token in the Sunny weather space on the overland map. When triggering the Activate Province Effect step, move the token to indicate the weather as dictated by the overland icon drawn. During the Overland Phase, consult the current weather condition, as it affects your base overland movement. The current weather may also affect encounters and the strength of enemy skill: **Native** (**Storm Seer**). For quests that include tokens, the overland icons also control those tokens' movements during the Activate Province Effect step.

Set the weather to Sunny. Move tokens 4 hexes toward their destination.

Set the weather to Rainy. Move tokens 3 hexes toward their destination.

Set the weather to Flooding. Move tokens 1 hex toward their destination.

No Icon: Weather remains as is. Do not move any tokens.

Overland Phase:

Sunny: The party's base overland movement is 3.

Rainy: The party's base overland movement is 2.

Flooding: The party's base overland movement is 2. When gaining fatigue to continue overland movement, adventurers must gain overfatigue instead of light fatigue.

NATIVE SKILLS

Storm Seer: When this unit determines a target, its target must exhaust a number of dice from its active slots as determined by the current weather.

Sunny: 1
Rainy: 2
Flooding: 3

DELVE FEATURE

At the start of the session, find delve card: **Submerged Chamber** (BM-SP-01). Do not shuffle it into the Delve Deck, but make sure it is accessible. Another delve card may instruct you to shuffle this card into the Delve Deck.

TRAVELING CARAVAN

The harsh weather and harsher environment of Black Marsh make travel very difficult. As you rest your weary feet at this traveling caravan, you ponder the value of making some sort of dark bargain to reduce the difficulty of your journey.

Trouble Brewing: Set the weather to Flooding. Do not change the weather during today's Activate Province Effect step (but still resolve the step for any other effects).

Abijoo-Anoo, the traveling merchant

Common: 3

Legendary: 2

Trainers Available: 2

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Dark Pact: Clear your cooldown track, heal to full HP, and gain 3 tenacity. Then, move a random level 10/20 enemy from its enemy bag and place it in the level 1/5 enemy bag.

Gain the following **Persistent** effect: If the level 10/20 enemy is drawn from the level 1/5 enemy bag, it is treated as a level 1/5 enemy when subtracting from the EP. At the end of a battle in which it is deployed, it is returned to the level 10/20 enemy bag and loses this effect.

Alchemy Station

ALTEN CORIMONT

A port town on the interior waterways of Black Marsh, Alten Corimont is known for its distinctive landmark: a beached sailing vessel that serves a variety of social and business functions for the "city's" residents. The town is run by Captain One-Eye, an Argonian pirate on the lookout for the next payday.

Open Contracts: As a free town action, an adventurer may discard an active side quest to gain 1 item from the shop.

Ottaesa's Imports

Common: 3

Legendary: 3

Trainers Available: 3

Sundry Swills

Quest Board

Guild Kiosk

Town Square

Smuggler's Trade: Discard a to train any type skill line from the trainer bag.

Alchemy Station

BRIGHT-THROAT VILLAGE

The home village of the Argonian Bright-Throat Tribe, Bright-Throat Village is known for its talented but insular artistic community. Some visitors also make the trip to the nearby Xinchei Konu Monument, which is said to exert control over the region's weather.

Local Artisans: After populating the shop, the party may choose to discard all items from the shop and replace them with new ones before any town actions are taken.

Bountiful Boughs

Common: 1

Legendary: 3

Trainers Available: 2

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Visit the Xinchei Konu Monument: Set the weather to the condition of your choice. Do not change the weather during today's Activate Province Effect step (but still resolve the step for any other effects).

Alchemy Station

DEAD-WATER VILLAGE

Dead-Water Village is home to the Dead-Water Tribe of Argonians, known primarily among other Argonians for their militarism and isolationism. Despite their reputation, the Dead-Water will give a cautious welcome to those who treat their ways with respect.

Camp Under the Stars: At the start of this encounter, if the weather is Sunny, each adventurer may remove all dice from their cooldown track and heal to full HP.

Naga-Kur Necessities

Common: 3

Legendary: 2

Trainers Available: 2

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Martial History: Discard a or . Search the Deck and gain a or of your choice. Then, shuffle the deck.

Alchemy Station

FORT REDMANE

Fort Redmane is an oft-raided military outpost in western Black Marsh, currently controlled by the Ebonheart Pact's Black Fin Legion. It recently survived a raid that included Mehrunes Dagon, the Daedric Prince of Destruction, and its residents are justifiably a little rattled.

Dagon's Shadow: Ignore this town effect if there are no tokens currently in play. Each adventurer may take an additional town action. If any adventurer takes this additional town action, each token doubles its movement during today's Activate Province Effect step.

Kagik, the traveling merchant

Common: 2

Legendary: 2

Trainers Available: 3

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Alchemy Station: Closed

Black Fin Training (group): Each adventurer gains 2 overfatigue. Then, they may train a Combat skill die or a skill die in a type skill line they have trained at no XP cost. Once this town square action has been taken, this town square is closed for the rest of the campaign (log this in the campaign journal).

GIDEON

Though an important strategic location for the Ebonheart Pact, Gideon also serves as one of the Pact's primary gateways to the rest of Tamriel. Pilgrims flock to this town to see its immaculate temple to Dibella, the Goddess of Beauty.

Hub City: Each time an adventurer trains a skill line in this town, discard all remaining trainers and replace them with 4 new ones.

Sun-Blessed Goods

Common: 5

Legendary: 1

Trainers Available: 4

The Egg and Hammer Inn

Quest Board

Guild Kiosk: Closed

Town Square

Temple of Dibella: Gain 2 tenacity.

Alchemy Station

HISSMIR

Though no longer a functioning city in its own right, Hissmir remains an important cultural site for Argonians thanks to its intact ancient xanmeer structure. Many Argonians travel to the site to partake in a religious rite called the Trials of the Burnished Scales.

Hist Communion: At the start of this encounter, if the weather is Sunny, each adventurer may gain 2 tenacity and remove up to 2 light fatigue from their cooldown track.

The Wayward Pilgrim

Trainers Available: 1

Common: 2

Legendary: 2

Inn: Closed

Quest Board: Closed

Guild Kiosk: Closed

Town Square

Trial of the Rains (group): If the weather is Rainy or Flooding, the party may initiate the following delve.

BATTLE OBJECTIVE - UNCOVER

If successful, gain the following **Persistent** effect: When the weather would change to Flooding, you may set it to Rainy instead. This effect lasts for the remainder of the campaign.

Alchemy Station

LEYAWIIN

Though situated on the western edge of Black Marsh, Leyawiin is not a part of the Ebonheart Pact. Instead, it is ruled by Imperial nobility and an independent council, lending it a famously isolationist streak. It is known around Tamriel for its Great Chapel to Zenithar, the God of Work.

No Vacancy: If the weather is Flooding, the inn is closed for this encounter.

Sally Forth Goods

Common: 4

Legendary: 2

Trainers Available: 5

The Kaladas Inn

Quest Board

Guild Kiosk

Town Square

The Great Chapel of Zenithar: Search the Deck for a of your choice and set it aside. Then, shuffle the deck. At the end of the town encounter, place the set-aside facedown on the top of the deck.

Alchemy Station

LILMOTH

Known as "The Festering Jewel of Murkmire," Lilmoth is a city of opportunity and danger, a place to make one's fortune and potentially lose it to the criminals who run unchecked through its streets. Despite its unsavory elements, it is a beautiful old city that frequently charms its visitors. Cyrodilic Collections, an organization that collects Argonian artifacts, is attempting to found a museum here.

Oliis Bay Tradeways: When an adventurer takes a shop town action, they may gain 2 items instead of 1.

Marshland Market

Common: 6

Legendary: 0

Trainers Available: 5

The Lusty Argonian Footman

Quest Board

Guild Kiosk

Town Square

Cyrodilic Collections: Discard a . During today's Reward Phase, gain 1 bonus XP.

Alchemy Station

PERCOLATING MIRE

For a small village, Percolating Mire has been through a lot lately. The town recently survived a corrupting influence on its Hist tree that endangered some of its Argonian population. Percolating Mire was also subject to a raid from Aldmeri Dominion forces, and its residents are now somewhat wary of outsiders.

Lost to the Mire: At the start of this encounter, the party may freely gain the **Mercs and Scales** side quest, if available.

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 3

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

Alchemy Station

Dark Contacts: Move 1 token up to 3 hexes in any direction.

ROOT-WHISPER VILLAGE

Once an abandoned village decimated by a long-ago Ayleid invasion, Root-Whisper Village was recently reestablished. This tribe is made up of former members of other Argonian tribes, including the nearby Bright-Throat and Dead-Water clans, and the factions are still adjusting to the new status quo.

A Stranger's Generosity: At the start of this encounter, the party must make a social check (x 2). If unsuccessful, the inn is closed for this encounter.

Plucks-the-Coin

Common: 2

Legendary: 2

Trainers Available: 2

Local Dwelling

Quest Board

Guild Kiosk: Closed

Town Square

Tribal Troubles: You are dealt 1 true damage. Then, choose 1 of the following options:

- **Support the Dead-Water faction:** Train any 1 type skill line.
- **Support the Bright-Throat faction:** Train any 1 type skill line.

Alchemy Station: Closed

STONEWASTES

Though others might see Stonewastes as a lowly river village, its residents are proud of their home. They are guarded by the legendary warriors known as the Four Winds, who recently reunited to fight off a new threat to the town they love.

Train with the Four Winds: After populating trainers, the party may replace any non-⚔ type skill lines from the trainers with randomly drawn ⚔ skill lines. If the party chooses to do this, the town square is closed for this encounter.

Neekka's Wares

Common: 2

Legendary: 1

Trainers Available: 4

Inn: Closed

Quest Board: Closed

Guild Kiosk: Closed

Town Square

Alchemy Station: Closed

Hire a Sharp-Eyes Mercenary (group): Level 10: **Argonian Stalker** becomes a companion controlled by the party. At the end of the next battle, return it to its enemy bag.

STORMHOLD

One of the largest cities in Black Marsh, Stormhold is known for its unique blend of Dark Elf and Argonian architecture and its governance by three vicecanons of the Ebonheart Pact. The city's large, elaborate guild halls woo many enterprising fighters, mages, and artisans.

Open Air Markets: When populating the shop, if the weather is Sunny, the shop populates an additional and .

Shadowfen Markets

Common: 4

Legendary: 1

Trainers Available: 5

Coin Brothers' Cornerclub

Quest Board

Guild Kiosk

Town Square

Steal from the Shop: Make a lockpick check 1-2-6 (2 attempts). If successful, draw 1 or gain any 1 item from the shop, and gain an additional town action. If your cooldown track has 4 or more fatigue in it after the check is complete, the check is unsuccessful.

Alchemy Station

A01 Unnatural Selection

Complexity: 1

Mages Guild

Session Snapshot: *Chase down three different packs of beasts, fighting a clash against each.*

The Mages Guild requires hale and hardy adventurers to travel Black Marsh and take down dangerous beasts, and you have answered the call. Over the last few weeks, strange animals with glowing eyes, frothing mouths, and alarming extra appendages have been sighted all over the region. Even normally docile beasts have been making unprovoked attacks on the populace.

The Mages Guild suspects the anomalous creatures are magically modified in some way. The group has tasked you with tracking down some of the beasts to retrieve samples for analysis.

Reports indicate that the beasts appear to be calmed by a combination of rare Black Marsh plant elements. Perhaps the construction of an aroma burner using these reagents might make sample collection simpler.

Starting Location: Lilmoth

Special Setup Instructions:

Place a token in Stonewastes. This represents the tainted animals. Set aside quest unit: **Corrupted Creature**.

Quest Objective:

Travel to the tainted animals and initiate the following clash (recommended by day 4).

The first enemy deployed must be . After deploying all units, roll 1 D6 and apply the below effect that corresponds with the result. If there is a Mage (SU), Ranger (VW), or Warden adventurer in the party, you may choose the result instead of rolling.

1-3: Enemies deploy with +2 HP.
4-5: Enemies increase their Combat stat by 1.
6: Enemies increase their defense stat by 1.

Before the clash, if an adventurer has : **Bright-Throat Poultice**, they may discard it. If they do so, this encounter is automatically successful.

Ongoing Step Effects:

During the Activate Province Effect step, roll 1 D6 to determine the direction the tainted animals move (the number of hexes they move is outlined in the Overland Mechanics section). Match the rolled result with the map's compass. The tainted animals and party token may occupy the same hex.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: B02 *(pg. 24)*

Thief Among Thieves
Thieves Guild

A05
Complexity: 3

Session Snapshot: *Intercept the mercenaries heading to Blackrose Prison and free a prisoner from the dungeon.*

Following your guild letter instructions, you find yourself on the outskirts of Leyawiin. As you look around for a contact, a well-armed Argonian slithers out from behind a boulder and pulls you close.

"Thieves Guild send you?" he asks, swiping the letter from your hand to study the details. He lets out a relieved sigh before introducing himself as Seeks-The-Dark, a fellow member of the guild.

"One of our own, Zirik, has been captured on a job and is now being held at an old Imperial prison. Wretched place," he mutters. "It's not a real prison anymore. It's run by a gang called the Blackguards, who are being paid to keep him there. Zirik's a friend, and I need someone to break him out. Only thing is, I've gotten word of some sort of conspiracy involving Zirik's incarceration. My contact is in Alten Corimont, so we'll need to head there first."

Starting Location: Leyawiin

Special Setup Instructions:
Set aside quest unit: **Zirik.**

Quest Objective:
Travel to Alten Corimont and complete a town encounter (recommended by day 5).

Rewards: 1 ✴

When completed, go to entry: B06 *(pg. 24)*

Blackrose Brigade
Fighters Guild

A12
Complexity: 3

Session Snapshot: *Race a group of outlaws to Blackrose Prison and keep a prisoner inside the dungeon.*

"Blackrose Prison…" laments Hogfinn. "On any other day, we might be sent there to root out the criminals who have turned it into their fortress."

The Nord pauses, choosing his next words deliberately as an official representative of the Stormhold Fighters Guild. "But today, there's an even greater threat held captive in their cells, and they have reason to believe a rescue attempt will be made. While the Blackguards who run this old prison are no allies to the guild or to any self-respecting resident of Black Marsh, our contact tells us things will only get worse if Zirik escapes. They have sent an envoy who awaits your arrival in Alten Corimont. He should be able to fill you in on the details."

Starting Location: Stormhold

Special Setup Instructions:
Set aside quest unit: **Zirik**.

Quest Objective:
Travel to Alten Corimont and complete a town encounter (recommended by day 3).

Rewards: 1 ✴

When completed, go to entry: B13 *(pg. 25)*

A16 Children of the Scales

Complexity: 3

Dark Brotherhood

Session Snapshot: *Fight your way out of a delve, protect children (represented by enemy chips kept in your chip stacks), and finish with a climactic clash.*

Through a back channel, you've received a personal letter from Akisha, a Shadowscale with a reputation for unconventional methods.

"I have been raising a group of children born under the sign of the Shadow on my own, but I have received word that a third party is attempting to steal them away from me. You have a good reputation in our order, and I humbly request your assistance ferrying these children to safety. I have a safehouse near Hissmir where we can discuss matters further. I would appreciate it if the Brotherhood did not know about this request."

Your better judgment tells you this may be a bad idea, but despite her reputation, everything you've heard about Akisha marks her as a person of conviction (within the bounds of an order of assassins, anyway). What could be the harm in hearing her out?

Starting Location: Stormhold

Special Setup Instructions:

Set aside quest unit: **Shadowscale Akisha**.

Quest Objective:

Travel to Hissmir and initiate the following delve (recommended by day 6).

If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP after each time a skyshard is gained.

After you have gained ☊ + 1 skyshards, immediately proceed to Quest Step **B17** without ending the current encounter.

BATTLE OBJECTIVE - SPECIAL

Rewards: 0 ✵

When completed, go to entry: B17 *(pg. 27)*

A21 Curators of Chaos

Complexity: 1

Undaunted

Session Snapshot: *Traverse the map to participate in a long delve, which can be shortened by making a stop in another city. This quest is intentionally simpler and can be used as an introduction to the game.*

You've picked up a contract with Cyrodilic Collections, a historical society attempting to open a museum of Argonian artifacts in Black Marsh. The society is searching for a relic that is particularly hard to obtain, so they have hired the services of the Undaunted to bring it back to light. Anything else you plunder in the process, of course, is yours to keep.

The artifact in question is an ancient Argonian tome said to contain wisdom about how to harness a rare natural resource native to Black Marsh. Cyrodilic Collections has learned that the book is located in a complex cave system below the city of Stormhold.

The organization is light on details, but there are a few historians scattered throughout the region who may be able to help.

Starting Location: Lilmoth

Quest Objective:

Travel to Stormhold and proceed to Quest Step **B22** for the day's encounter (recommended by day 12, initiates the end of the quest). Alternatively, you may choose to research the caves below Stormhold by traveling to Stonewastes or Percolating Mire and completing a town encounter (recommended by day 6). During this town encounter, you must take a group town action to discard a number of equal to . Gain 1 XP during that day's Reward Phase and proceed to Quest Step **C23**. This will make the final quest step easier.

Rewards: 0

When completed, go to entry: B22 *(pg. 27)* **or C23** *(pg. 33)*

BIRTHPLACE OF ABERRATIONS A26

Outer Watch

Complexity: 1

***Session Snapshot:** Improve the circumstances of your final delve by visiting the right towns and completing a side quest.*

This Outer Watch mission comes straight from the leadership council. The local branch of the group has received word of a new underground laboratory being operated by the agents of former Watch member Deslandra somewhere in Black Marsh. The Watch needs someone on the ground who can learn the details and track down the lab themselves. Black Marsh is home to many secrets of the natural world, and Deslandra's mastery of the unnatural needs no further augmentation.

Your early investigation reveals that this lab appears designed to process and analyze various fluids and sap extracted from plants all around Black Marsh. Rumors abound that these experiments largely revolve around the exposure of these extracts to various Daedric and Oblivion-based elements to see how they react, with special attention paid to combinations that retain their stability when undergoing extreme agitation. You've been trying to trace several back-alley transactions back to their source, but you'll probably need to do a few favors in exchange for the last bit of information you need.

Starting Location: Lilmoth

Quest Objective:

Complete any 1 side quest. Then, initiate a town encounter in 3 different towns. When you would trigger the third town encounter, instead initiate the following delve, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

At the start of the delve, add 1 of the following modifiers based on the first letter of the town the party token is occupying:

A-F: All enemies gain enemy skill: **Necromancy** (if is 3+, all enemies gain this skill as well).

G-L: After each time an adventurer reveals a new delve tile, they may not take any additional engage actions that turn (if is 3+, their turn ends immediately).

M-Z: For each delve tile that has at least 1 unoccupied hex after deploying enemies, deploy a level 5 enemy to 1 unoccupied hex on that tile (if is 3, deploy a level 10 enemy instead, and if is 4, deploy a level 20 enemy instead).

If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP after each time a skyshard is gained.

Gain + 1 skyshards. If you are in Session 2, you must gain 1 additional skyshard.

BATTLE OBJECTIVE - SURVEY

Rewards: 4

When completed, go to entry: E27 *(pg. 43)*

A28 Sap of Ages

Complexity: 2

Psijic Order

Session Snapshot: *Outrun mercenaries who are chasing you across the map as you pick up and deliver a valuable package. Even if you outpace your pursuers, at least one clash will be required.*

The local arm of the Psijic Order is interested in studying a strange sample of sap that originated from a tree in the ruined Argonian city of Mazzatun. The sap contains elements of Daedric origin, suggesting an intermingling between the ancient trees of Black Marsh and Oblivion. Could this be due to the effects of the Planemeld, or is this a separate phenomenon on the verge of discovery? The Order wants to find out, and you've been tasked with bringing the sap to them for further investigation.

The Psijic Order has secured the sample with a dealer in Dead-Water Village, but an elder mage takes you aside to warn you that a competing group may try to recover the sap before you can lay hands on it. The motivations of this third party are unclear, but rumor has it that its members are ruffians to the last man. Avoiding confrontation with them is the safest option.

Starting Location: Stormhold

Special Setup Instructions:

Place a token in Percolating Mire. This is the band of mercenaries.

Quest Objective:

Travel to Dead-Water Village and initiate the following clash (recommended by day 6).

If the encounter is completed as described above, proceed to Quest Step **C30** after the day's Activate Province Effect step. Do not proceed to Quest Step **B29** unless directed by the circumstances laid out in Ongoing Step Effects.

Ongoing Step Effects:

The number of hexes the band of mercenaries moves is outlined in the Overland Mechanics section. Its destination is Dead-Water Village, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you may choose. The band of mercenaries and the party token may occupy the same hex. If the band of mercenaries moves into Dead-Water Village before you complete this quest step, the mercenaries acquire the strange sap before you do. Immediately proceed to Quest Step **B29** without collecting the XP for this step.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: B29 *(pg. 27)* **or C30** *(pg. 33)*

A32 Dark Lifelines

Complexity: 2

Eyes of the Queen

Session Snapshot: *Travel to three different cities and make choices about how to complete a job in each one.*

In the wake of the disruption of the Aldmeri Dominion's Black Marsh supply point at Alten Corimont, the Eyes of the Queen would like to rush in for a new opportunity. You have been tasked with reestablishing the covert trade route, only this time, it will supply the Eyes directly and employ locals who will not arouse suspicion from the Ebonheart Pact. A private contractor in the region is offering their services to set up the new smuggling network, but first, you need to subdue the local arm of the Renrija Maor, which ran the previous smuggling operation. The gang of pirates is not happy that the Eyes are cutting them out of what was once a lucrative profit center, and its leadership is threatening to make trouble for you and your anonymous contractor.

The Renrija Maor has a secret base of operations in Deadwater Village. If you can neutralize this rival gang, the way will be secured for the Eyes' secret benefactor.

Starting Location: Leyawiin

Special Setup Instructions:

Set aside quest unit: **Empowered Deslandra / Enraged Deslandra**.

Quest Objective:

Travel to Dead-Water Village and complete a town encounter (recommended by day 4).

While in Dead-Water Village, you must resolve 1 of the following as a free town action:

1. **Intimidate the gang:** Make a social check (x 4). If unsuccessful, the quest is not failed. You must instead resolve 1 of the other 2 options and gain 1 fewer XP for this step's reward.
2. **Sabotage supply lines:** Gain the following **Persistent** effect: Each shop in Black Marsh populates 1 fewer and . This effect lasts for the remainder of the campaign.
3. **Beat down the gang:** Initiate the following clash. Add level 5 enemies to the EP and deploy them last. When deploying enemies, use as many enemies as possible. If this encounter is successful, each adventurer may draw 1 . If this encounter is failed, the quest is not failed. You must instead resolve 1 of the other 2 options and gain 1 fewer XP for this step's reward.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: B33 *(pg. 28)*

SWAMPSTORMING A39

Circle of Champions

Complexity: 1

Session Snapshot: *Complete three clashes in three different towns, with each clash escalating in difficulty.*

As you're being welcomed to the Black Marsh division of the Circle of Champions, the local battlemaster pulls you aside.

"I've heard you know how to be discreet," she says. "We've received word that several of the mightiest Circle of Champions fighters in Black Marsh are being hired for some sort of off-the-books transportation work. While the Circle has no rules against seeking additional employment, we have reason to believe these fighters are engaged in illegal activity, using their travel for Circle events as cover for moving illicit goods. We need someone to look into these occurrences as they tour the region. Are you up for it?"

After you agree, she smirks.

"Be careful," she cautions. "Once people learn that you're looking into this, you're liable to get a target on your back."

Starting Location: Leyawiin

Quest Objective:

Travel to either Dead-Water Village, Root-Whisper Village, Percolating Mire, or Stormhold, and initiate the following clash (recommended by day 4). In the following quest steps, you will be required to complete clashes in multiple other towns on this list. Use your campaign journal to track which towns you have completed clashes in.

When deploying enemies, use as many enemies as possible.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: B40 *(pg. 29)*

B02 Unnatural Selection

Mages Guild

A representative of the guild arrives on site not long after you've vanquished your first batch of afflicted creatures.

"Fascinating," the High Elf remarks, holding up a strip of flesh. "The corruption goes far beyond a disease of the mind. The beasts' entire musculature has been affected."

An unidentified, viscous black liquid oozes down the sample. The mage frowns at it.

"I'll need to take this back to one of our halls for further study," he says. "In the meantime, we'll be needing more samples for comparative research."

Special Setup Instructions:

Place the token in Alten Corimont. This represents the tainted animals.

Quest Objective:

Travel to the tainted animals and initiate the following clash (recommended by day 8).

The first enemy deployed must be . After deploying all units, roll 1 D6 and apply the below effect that corresponds with the result. If there is a Mage (SU), Ranger (VW), or Warden adventurer in the party, you may choose the result instead of rolling.

1-3: All enemies with enemy skill: **Native** also gain enemy skill: **Intimidate**.
4-5: All enemies with Native also gain enemy skill: **Riposte 2**.
6: All enemies with Native also gain Intimidate and Riposte 2.

Before the clash, if an adventurer has : **Bright-Throat Poultice**, they may discard it. If they do so, this encounter is automatically successful.

Ongoing Step Effects:

During the Activate Province Effect step, roll 1 D6 to determine the direction the tainted animals move (the number of hexes they move is outlined in the Overland Mechanics section). Match the rolled result with the map's compass. The tainted animals and the party token may occupy the same hex.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry: C03 *(pg. 30)*

B06 Thief Among Thieves

Thieves Guild

Seeks-The-Dark curses as he meets you in a preordained spot behind Pestleworthy Reagents.

"I've just come from The Blasted Breton," he remarks, referring to one of the ships permanently docked in the smugglers' port. "My worst fears are confirmed. Some scion of virtue has received word of our infiltration attempt and is sending a group of Fighters Guild mercs to reinforce the Blackguards. Apparently, Zirik has been labeled a 'danger to the public,' and this benefactor wishes him to stay locked up tight."

He cracks half a smile.

"Please. A little honest robbin' never hurt anyone."

Seeks-The-Dark unrolls a small map and gestures for you to look closer.

"The posse left only recently, so you should be able to ambush them if you can catch up fast enough. Worst thing would be if they arrive and can reinforce the prison. Will make your job a lot harder."

He nods to you as he stows the map in his pack.

"We'll be in touch," he says. "I have other leads to follow up. Get moving!"

Special Setup Instructions:

Place a token in Stormhold. This is the band of mercenaries. Then, move the mercenaries towards Blackrose Prison a number of hexes equal to the current day.

Quest Objective:

Travel to Blackrose Prison and proceed to Quest Step **D08** for that day's encounter (recommended by day 12, initiates the end of the quest). Alternatively, you can intercept the mercenaries by traveling to the token and proceeding to Quest Step **C07** for that day's encounter (recommended by day 8). This initiates a clash that can make the final quest step easier.

Ongoing Step Effects:

The number of hexes the band of mercenaries moves is outlined in the Overland Mechanics section. Its destination is Blackrose Prison, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you may choose. The band of mercenaries and the party token may occupy the same hex.

If the band of mercenaries reaches Blackrose Prison, remove it from the map and set it aside.

Rewards: 0

When completed, go to entry: C07 *(pg. 30)* **or D08** *(pg. 36)*

Blackrose Brigade B13

Fighters Guild

You arrive at The Ship's Hold Inn and spot a Naga Argonian in the corner, nursing an ale. He beckons you over.

"Is this all the guild could spare?" he growls. "It seems your people have failed to understand exactly what is at stake here."

When you inquire about Zirik, he shifts, exposing his discomfort.

"Got caught up with some Briarheart magic in Skyrim," he says. "Angered a jarl, who sent him to the Rose for some 'rest and relaxation.'" He lets out a devious giggle. "Paying a hefty fee for the Blackguards to keep him there, of course. Problem is, Zirik seems to have gotten the attention of... someone else. They'll likely be on your tail, so make sure you get to the prison before they can set an ambush."

He gestures over to a trunk, no doubt filled with treasures.

"Not for you," he snaps, reading your intentions. "You will need to rally some additional personnel to help out with this. Head to Rockgrove, just outside of Stonewastes. There are some mercenaries there who will help out if paid."

After the contact leaves, you take a look at the chest, which seems to call to you with an almost seductive air. Surely taking a treasure for yourself wouldn't cause too much of a stir?

Special Setup Instructions:

Place a token in Leyawiin and another in Root-Whisper Village. These represent the mysterious pursuers. Set aside 5 - of the following level 5 enemies, freely choosing which to set aside: **Argonian Marauder**, **High Elf Marauder**, **Dark Elf Marauder**, and **Nord Marauder**. These are the sell-swords, and they can become companions for the final quest step. Then, draw and set aside a number of equal to the number of sell-swords. These items make up the Blackguard Trunk.

Quest Objective:

Travel to Blackrose Prison and proceed to Quest Step **C14** for that day's encounter (recommended by day 12, initiates the end of the quest).

Prior to completing this quest step, if you initiate a town encounter in Stonewastes, you may take a free group town action during that encounter to recruit the sell-swords. After taking this town action, recruit a number of sell-swords equal to the number of items in the Blackguard Trunk. These sell-swords will become companions controlled by the party during the final quest step. You may also make a social check (x 4). If successful, you may recruit all remaining sell-swords, even if you had 0 items in the Blackguard Trunk. However, any sell-swords that are recruited through the social check are flipped to their level 1 side. Then, after resolving this town action, return any non-recruited sell-swords to their enemy bag and remove the mysterious pursuers from the overland map.

Ongoing Step Effects:

During any Adventurers Rest step, any adventurers may gain any number of items from the Blackguard Trunk, and may also add any of their own items to the Trunk.

The number of hexes the mysterious pursuers move is outlined in the Overland Mechanics section. The pursuers' destination is the party token, and they always take the shortest path to get there. If there are multiple paths that are equidistant, you may choose. The pursuers move one at a time, in the order of your choice. The pursuers and the party token may occupy the same hex. When a pursuer moves into the hex occupied by the party token, it stops moving. Any remaining pursuer movement (including that of the other token) is skipped.

At the start of a day in which the party token occupies the same hex as a pursuer, or if the party token moves into a hex with a pursuer, the Overland Phase immediately ends and you must initiate the following clash for that day's encounter:

Battle Rules:

The cache is the Blackguard Trunk. Party members cannot move into the hex with the Blackguard Trunk. While the Blackguard Trunk is in a hex on the clash mat, enemies treat the Blackguard Trunk's hex as their destination hex. When an enemy moves into this hex, place the cache chip underneath the enemy chip (above its HP). If an enemy is able to end its movement in a hex that allows it to target an opposing unit while still taking the shortest path toward the Trunk, it does so.

While an enemy is carrying the Blackguard Trunk, its destination hex is the closest unoccupied hex on the entrance tile, following all of the same rules as above. If this enemy moves onto the entrance tile, it is immediately removed from the battle map, along with the Trunk. If the enemy carrying the Trunk is defeated, the Trunk is placed in the hex that the defeated enemy was occupying.

If the Blackguard Trunk has been removed from the battle map by the end of the encounter (or if the encounter is failed), discard all items in the Trunk and remove all mysterious pursuers from the overland map. Items can no longer be added to the Trunk. If the encounter is successful, gain 1 XP and remove the pursuer token that is occupying the same hex as the party token. If the encounter is failed, the quest is not failed. Regardless of success, skip the day's Activate Province Effect step.

Battle Map Setup:

Battle Objective - Conquer

Rewards: 0

When completed, go to entry: C14 *(pg. 31)*

Children of the Scales B17
Dark Brotherhood

You arrive only to find Akisha's hideout under siege. It seems her suspicions were justified. After fighting your way in, you spot her. A brood of Argonian children huddles at her feet.

"Just in time!" she hisses. "Help me get these children to safety!"

Quest Objective:

Decrease the Round Counter by up to 3. Deploy quest unit: **Shadowscale Akisha** to the closest unoccupied hex to the adventurer who gained the last skyshard. Shadowscale Akisha is a companion controlled by the party. Calculate your current EP and deploy enemies equal to that amount to unoccupied hexes, always deploying to the closest unoccupied hexes to the entrance tile first. If the weather is Rainy or Flooding, these enemies deploy with -1 HP.

This encounter is successful at the end of the round in which all enemies are defeated or all undefeated adventurers and Shadowscale Akisha occupy the entrance tile.

BATTLE OBJECTIVE - SPECIAL

Rewards: 4

When completed, go to entry: C18 *(pg. 32)*

Curators of Chaos B22
Undaunted

Rather than spend time on additional research, you elect to simply barge into the tunnels with nothing but your wits and a sizable arsenal. As your eyes adjust to the gloom, you see a winding web of passageways arrayed before you, the glint of strange blue crystals occasionally catching your torchlight. You also hear an angry commotion from one of the tunnels ahead. It seems that someone else is down here looking for this secret text, and they're none too happy to have company.

Quest Objective:

Initiate the following delve using the end of session difficulty EP.

Gain + 3 skyshards. If you are in Session 2, you must gain 1 additional skyshard. If you are playing on Apprentice difficulty, you must gain 1 fewer skyshard.

BATTLE OBJECTIVE - SURVEY

Rewards: 4

When completed, go to entry: E25 *(pg. 42)*

Sap of Ages B29
Psijic Order

The mercenaries managed to make it to Dead-Water Village first, snatching the sap before you could collect! Your contact, an elderly Khajiit, confides that he was only able to survive the ransacking of his shop by playing dead after he was struck by the robbers' first blow.

"This one does not know who sent them," the shopkeeper says. "One such thief was saying that 'the mistress' would be pleased. These words seemed dark; this one would like to no longer be involved."

You promise the Khajiit that his part in this is done as you set off in pursuit of the malcontents.

Quest Objective:

Travel to the band of mercenaries and initiate the following clash (recommended by day 9).

The first enemy deployed must be 💀. All 💀 enemies gain enemy skill: **Recover**.

Ongoing Step Effects:

The number of hexes the band of mercenaries moves is outlined in the Overland Mechanics section. Its destination is Stormhold, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you may choose. The band of mercenaries and the party token may occupy the same hex. If the band of mercenaries moves into Stormhold, the quest is failed.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 0 ✴

When completed, go to entry: C30 *(pg. 33)*

B33 DARK LIFELINES

Eyes of the Queen

With the Renrija Maor properly subdued, the private contractor has reached out to the Eyes to begin preparations for setting up the new illicit trade hub. To ascertain that they are speaking with the Eyes' true representative in Black Marsh, they are requiring the agent to present them with a unique staff upon their meeting. Since you've acquitted yourself well so far, you have been selected to obtain the staff, which is rumored to be located in the back room of a rare goods store in Stormhold. The staff is called Nightsplinter; it is said to have been formed an age ago when a lightning strike perfectly sheared the weapon from a great tree in the heart of Helstrom. Track down the staff quickly, but be quiet about it. It'd be best for there to be no official record of its purchase.

Quest Objective:

Travel to Stormhold and complete a town encounter (recommended by day 9).

While in Stormhold, you must successfully resolve 1 of the following:

1. **Steal the weapon:** The Steal from the Shop town square action is a group town action for this encounter. The party must choose 1 adventurer to make the lockpick check. If the adventurer is unsuccessful, you must resolve option 2, increasing the amount of items needed by 1.
2. **Acquire off the books:** As a free town action, adventurers must discard a collective total of 🎧 x 2 items.

If neither option is successfully resolved, the quest is not failed. Instead, you must attempt this encounter again on a future day.

After either option is successful, draw 1 🎁 and place it facedown in an adventurer's ready slot. This item cannot be used or discarded but does occupy the ready slot. It may be traded between adventurers as normal, but cannot be placed in an adventurer's pack. You may look at the item on the card.

Rewards: 1 ✴

When completed, go to entry: C34 *(pg. 34)*

SWAMPSTORMING B40

Circle of Champions

After a particularly tough match, you're approached in a local tavern by an Argonian who identifies himself as Brokers-New-Friendships.

"I was impressed with your performance today," he hisses, motioning the bartender to pour you another drink. "How would you like some extra walking-around drakes?"

Sensing that you may be getting a break in your investigation, you listen intently as he proposes your participation in a "delivery service," acting both as courier and security for items being transferred between private parties. When you hesitate before agreeing, instead pressing the Argonian for more details about what is being transported, and by whom, he scowls.

"I heard you were asking around about what we do," he snaps. "If you're not interested, I'll find someone else, but let this be a warning: my employers don't take kindly to snoops!"

He stalks off, leaving you to pick up his tab. You'd best be on the lookout for treachery in your upcoming matches.

Quest Objective:

Travel to either Dead-Water Village, Root-Whisper Village, Percolating Mire, or Stormhold, and initiate the following clash (recommended by day 8). You may only initiate this clash in a town where you have not already initiated a quest clash.

Each enemy deploys with additional HP equal to ☊.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2 ✵

When completed, go to entry: C41 *(pg. 35)*

C03 Unnatural Selection

Mages Guild

Shortly after you've finished collecting samples from the second pack of feral fauna, a missive from the guild arrives in your camp.

"Approach further engagements with caution," the letter warns. "We believe these animals have been fed or injected with some sort of magically-altered plant matter, which is making their behavior erratic and aggressive. We're unsure as to the origin of the substance at this point. Perhaps the trees of Black Marsh? Regardless, it's possible that the culprit behind these beasts' current condition was attempting to control their actions, but as you've seen, these rampages appear anything but organized. Please head south for another sample. We've received word that a particularly aggressive pack is wreaking havoc near Root-Whisper Village, and it's possible the source of this dark activity can be found there."

Special Setup Instructions:

Place the token in Root-Whisper Village. This represents the tainted animals.

Quest Objective:

Travel to the tainted animals and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Add quest unit: **Corrupted Creature** to the EP and deploy it first. After deploying all units, roll 1 D6 and apply the below effect that corresponds with the result. If there is a Mage (SU), Ranger (VW), or Warden adventurer in the party, you may choose the result instead of rolling. If an adventurer has : **Bright-Throat Poultice**, they may discard it to skip rolling the D6 and applying an effect to the enemies.

1-3: All enemies gain quest unit skill: **Dispel**.
4-5: All enemies increase their Combat stat by 2.
6: All enemies gain Dispel and increase their Combat stat by 2.

Ongoing Step Effects:

During the Activate Province Effect step, roll 1 D6 to determine the direction the tainted animals move (the number of hexes it moves is outlined in the Overland Mechanics section). Match the rolled result with the map's compass. The tainted animals and party token may occupy the same hex.

Battle Map Setup:

Battle Objective - Conquer

3+ players: The Corrupted Creature deploys with additional HP equal to .

Rewards: 2

When completed, go to entry: E04 *(pg. 40)*

C07 Thief Among Thieves

Thieves Guild

As the party comes into view, it's clear that Seeks-The-Dark's information was correct. The Thieves Guild might have looked the other way if a few Blackguards didn't make it to tomorrow, but these traveling warriors are under the banner of the Fighters Guild, and outright bloodshed is frowned upon. You think if you can swipe the report of the planned breakout from the fighters without slaying any of them, they won't feel compelled to help the Blackguards and will go their own way. However, if things turn fatal, there is bound to be retaliation.

Quest Objective:

Initiate the following clash.

Add 10 to the calculated EP. If the weather is currently Rainy or Flooding, apply a Blind status die to the last 3 enemies deployed.

When an adventurer successfully lockpicks the cache, discard the drawn item and place the cache chip underneath their character chip (above their HP). If the lockpick check is unsuccessful, the cache is not removed. If the adventurer holding the cache is defeated, the cache chip is placed in the hex they were occupying. Another adventurer can pick it up by moving into its hex (no lockpick check is required).

Each time an enemy is defeated by a party member, set their chip aside instead of on the defeated enemy stack. At the end of the encounter, log the number of enemies in this separate stack in your campaign journal. A higher body count will make the final quest step harder. If there are no undefeated enemies at the end of the encounter, ignore this effect — no one has survived to witness your actions.

This encounter is successful at the at the end of a round in which an adventurer holding the cache is occupying the entrance tile.

If the clash is successful, remove the mercenaries from the overland map. If the clash is failed, the quest is not failed, and you may attempt this clash again on a future day. Regardless of success, return to Quest Step **B06**.

Battle Map Setup:

BATTLE OBJECTIVE - SPECIAL

Rewards: 2 ✵

When completed, go to entry: B06 *(pg. 24)*

BLACKROSE BRIGADE C14

Fighters Guild

Arriving at the Blackrose gate, you hear a clash already underway. You're not quite too late, but clearly Zirik's liberators have begun their assault. Reaching the old prison yard, you see that most of the Blackguards' initial forces have fallen to the invaders, but the cells are still intact. The interlopers' top priority will likely be to break open the cells of the hostages to strengthen their numbers, but you don't want Zirik to slip away in the chaos.

Quest Objective:

Initiate the Blackrose Prison dungeon using the end of session difficulty EP. Any sell-swords that were recruited in Quest Step **B13** become companions controlled by the party.

Deploy quest unit: **Zirik** to Hex A with 0 HP and level 10: **High Elf Necromancer** to Hex B. Then, deploy enemies using the end of session difficulty EP. If any of Hexes 1-6 are left unoccupied, deploy additional level 1 enemies until these hexes are all occupied.

After deploying enemies, calculate a second EP and use it to deploy enemies with 0 HP to the ★ hexes. An enemy must be deployed to each cell before a second enemy may be deployed to a cell.

If, during its turn, an enemy moves into a hex adjacent to a locked cell, it immediately ends its turn. At the end of the round, the cell unlocks and the enemies occupying it heal to full HP. On an enemy's turn, its destination hex is a hex adjacent to a locked cell, but only if it would be able to move into it this turn. Otherwise, it resolves its movement as normal.

Enemies in locked cells do not need to be defeated for the encounter to be successful unless their cells become unlocked.

BATTLE OBJECTIVE - CONQUER

Rewards: 3 ✵

When completed, go to entry: E15 *(pg. 41)*

C18 Children of the Scales

Dark Brotherhood

After fighting your way to safety, you retire with Akisha and her charges to a secluded grotto in Hissmir, where you munch on some bog frog skewers acquired from Melil Belith's Swamp Food.

"Melil's a good sort," Akisha says between bites. "I always tell him he'll be spared when the war comes."

You raise your eyebrow.

"Not the Three Banners War," she continues. "Truthfully, that's why I've been raising these youngsters. The Ebonheart Pact let those fools up in Morrowind off too easily. There are too many Dark Elves who used to claim ownership over people like me and were never punished for it. No reparations, nothing! We were going to form our own little strike team, hunt down the worst offenders in between officially sanctioned Brotherhood jobs. I think Sithis would be pleased."

You mull over this while she finishes eating. Then, she fixes you with an intense gaze.

"That may have to wait," she says. "As you saw back there, someone has found out about my little family and wishes to use it for a much less righteous purpose. I have a contact in Elsweyr who can take them in for protection, but I've got to get them to safe harbor first. I saw you fight; you're as good as everyone says. Care to stick with me a little longer?"

Special Setup Instructions:

Draw + 1 enemy chips from either enemy bag. These are the Shadowscale children. Distribute 1 child to each adventurer and to quest unit: **Shadowscale Akisha**.

Battle Map Setup:

Battle Objective - Special

Quest Objective:

Travel to Lilmoth and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

If the weather is currently Sunny, change it to Rainy. Party members deploy to the ★ hexes instead of to the entrance tile. The entrance tile is the boat.

This encounter is successful at the end of a round in which all remaining Shadowscale children are on the boat or being carried by a party member who is on the boat.

Ongoing Step Effects:

Shadowscale Akisha remains a companion controlled by the party. She is not discarded when defeated.

You must protect the Shadowscale children during battles. Shadowscale Akisha is considered to be an adventurer for any effect that relates to the Shadowscale children. At the start of each battle, each adventurer must place their Shadowscale child anywhere in their HP stack. While the Shadowscale child is in an adventurer's HP stack, the adventurer is carrying that child. Adventurers cannot choose to drop a Shadowscale child.

During a move action, the maximum number of hexes an adventurer can move is equal to the number of HP chips between their character chip and a Shadowscale child. During battle, when a child becomes the bottommost chip in an adventurer's HP stack, it is placed in the closest unoccupied hex. Adventurers may move into a hex with a Shadowscale child, placing it anywhere in their HP stack. If the adventurer already has a Shadowscale child in their HP stack, they must group the children together and gain an overfatigue.

On an enemy's turn, its destination hex is a hex with a Shadowscale child, but only if it would be able to move into the child's hex that turn. If it cannot move into the child's hex this turn, it resolves its movement as normal. When an enemy moves into a hex with a Shadowscale child, the child is lost and its chip is returned to its enemy bag.

Shadowscale children cannot be lost outside of battle.

If 2+ Shadowscale children are lost over the course of the quest, the quest is failed.

Rewards: 2

When completed, go to entry: E20 *(pg. 42)*

Curators of Chaos C23
Undaunted

The elderly Argonian woman you tracked down is happy for the company.

"Not many people are in the market for tales of the past these days – nor do they care for the future, which the past can foretell and interpret," she says. "They only care about the now."

She explains that the tome is a volume on uses for the minerals colloquially known as Stormhold Crystals – rare, volatile rocks that can be found deep underground in the Shadowfen region, particularly in the area of Stormhold.

"Some believe that these crystals can harness the power of evil itself," she explains. "Anyone who possesses that book must carefully steward the secrets within."

Before you go, she provides you with some old map fragments that help make sense of the area's labyrinthine tunnels. She also gives you a word of warning.

"Some gray-robed folks were here only a few days ago, asking around about the codex themselves," she says. "I didn't tell them much – they seemed a bad sort – but if you want that book, you'd better be ready to fight for it."

Quest Objective:
Travel to Stormhold and proceed to Quest Step **D24** for that day's encounter (recommended by day 12, initiates a delve and the end of the quest).

Rewards: 0

When completed, go to entry: D24 *(pg. 37)*

Sap of Ages C30
Psijic Order

Though you have obtained the sap, you know your quest is far from completed. The mercenaries seeking it have been paying well for updates on your whereabouts; it seems that cost is no object to them – and from the carnage they wreak on those who get in their way, it appears that legality is no object, either.

Sometimes, when you have a free moment on the road, you hold up the vial of sap to the light and examine the crystalline darkness that swirls amid the sap's amber hue. What could this contaminant be, and why do these cutthroat marauders want it so badly?

Special Setup Instructions:
Place the band of mercenaries in the closest landmark hex to its current hex.

Quest Objective:
Travel to Leyawiin (recommended by day 12, initiates the end of the quest). If you reach Leyawiin while the band of mercenaries is still in play, initiate the clash described in this step's Ongoing Step Effects, using the end of session difficulty EP. If you have been intercepted by the mercenaries on an earlier day during this step, complete a town encounter instead.

Ongoing Step Effects:

The number of hexes the band of mercenaries moves is outlined in the Overland Mechanics section. Its destination is the party token, and it always takes the shortest path to get there. If there are multiple paths that are equidistant, you may choose. The band of mercenaries and the party token may occupy the same hex. When the band of mercenaries moves into a hex occupied by the party token, it stops moving.

At the start of a day in which the party token occupies the same hex as the band of mercenaries, or if the party moves into the same hex as the band of mercenaries, the Overland Phase immediately ends and you must initiate this quest step's clash encounter for that day's encounter. When calculating the EP for this encounter, temporarily add 12 - the current day to the base difficulty XP value.

If this encounter is successful, remove the band of mercenaries from the map. If this encounter is failed, the quest is failed.

Battle Map Setup:

Battle Objective - Conquer

3+ players: Add to the calculated EP.

Rewards: 2

When completed, go to entry: E31 *(pg. 43)*

C34 Dark Lifelines

Eyes of the Queen

As you prepare to leave town to make your delivery at Alten Corimont, you're approached by a bedraggled Khajiit. When he identifies himself as a member of the Renrija Maor, you reach for your dagger, but he holds up his empty hands and states he has naught to deliver but a message.

"The Renrija Maor are thieves, but these ones are honest thieves," the Khajiit exclaims. "The Maor did the work for Queen Ayrenn just as agreed and would do the same for you. Your new benefactor has no scruples; she just wants the staff. The staff, and the stirring of trouble, are what is good for her. The Renrija Maor are willing to put these harsh times behind us should the Eyes wish to cooperate."

Backing away, the Khajiit melts into the crowd. Was the bandit telling the truth or merely trying to sow discord with the Eyes' new business partner? You decide to meet with the contractor face-to-face to gain more insight into their motivations.

Quest Objective:

Travel to Alten Corimont and resolve 1 of the following options (recommended by day 12, initiates a clash and the end of the quest):

1. **Give the staff to the contractor.** Proceed to Quest Step **D36** without ending the current encounter.
2. **Refuse to hand over the staff.** Proceed to Quest Step **D37** without ending the current encounter.

Rewards: 0

When completed, go to entry: D36 *(pg. 38)* **or D37** *(pg. 38)*

A tricky thing about looking out for threats to your life while participating in a legally-sanctioned bloodsport is that your life is already being threatened by people who wouldn't otherwise wish you ill. Still, after dodging a few attacks that seemed to single you out in particular during your last match, you confront one of the offenders in an isolated alleyway after the event. The haughty Redguard talks a good game, but after a round of aggressive interrogation, he spills the beans.

"All right, all right!" he yelps, holding his hands over his bruised face. "We're moving something – it's not that tree sap the Argonians revere, but it's something like it. Amber... amber plasm, I think it's called? It's collected from the trees, but it comes from Oblivion somehow. It's all going to the same buyer; someone's experimenting with it or something!"

After some more questioning, the Redguard lets slip the leader of the operation inside the Circle. The warrior is one of the fiercest fighters in their division, and you'll be facing them in your next match. Against your better judgment, you let the Redguard go. You know he'll probably tell his compatriots what you've learned, and the Circle won't clean house unless you have concrete proof. Your next battle will likely be even more hostile than normal.

Quest Objective:

Travel to either Dead-Water Village, Root-Whisper Village, Percolating Mire, or Stormhold, and initiate the following clash using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).
You may only initiate this clash in a town where you have not already had a quest clash.

Each enemy deploys with additional HP equal to ☊. If you are playing on Adept or Expert difficulty, each enemy increases its defense stat by 1.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2 ✳

When completed, go to entry: E42 *(pg. 44)*

D08 Thief Among Thieves

Thieves Guild

Sneaking into the Blackrose Prison yard was simple enough, but as you take stock of your surroundings, you feel a strange chill in the air, as if the world is bracing itself for something foul. Guards have been stationed around many of the decaying cells, which house a variety of people who are likely being held for ransom. You know that the captives will gladly assist those who would give them their freedom, but you wish you could shake this feeling that something is off. Are the Blackguards on edge in anticipation of your prison break, or are they concerned about something else?

Quest Objective:

Initiate the Blackrose Prison dungeon.

Deploy quest unit: **Zirik** to Hex A with 0 HP and level 10: **High Elf Necromancer** to Hex B. Then, deploy enemies using the end of session difficulty EP, adding level 1 enemies to the EP and deploying them last. If the mercenaries reached Blackrose Prison and were set aside, double the calculated EP.

All level 5, level 10, and level 20 enemies gain enemy skill: **Rally**.

After populating enemies, deploy a level 5 enemy and a level 1 enemy, each with 0 HP, to a hex in each cell. For each enemy set aside during Quest Step **C07**, remove 1 of these enemies (if is 3+, you must remove level 5 enemies before you can remove level 1 enemies).

When an adventurer moves into a hex adjacent to a locked cell, they may make a lockpick check using the top card. If you are in Session 2, use the top card instead. If successful, discard the drawn item and unlock the cell. All units occupying the unlocked cell (including Zirik, if his cell is unlocked) heal to full HP and become companions controlled by the party.

This quest step is successful at the end of a round in which Zirik is occupying the clash mat. Proceed to Quest Step D09 without ending the current encounter.

BATTLE OBJECTIVE - SPECIAL

Rewards: 0

When completed, go to entry: D09 *(pg. 36)*

D09 Thief Among Thieves

Thieves Guild

"We've got more attackers at the front of the yard!" a guard yells. You turn to see if Seeks-The-Dark has arrived, but all you can see is an imposing Wood Elf, tearing through any who stand against her. Amid the chaos, your keen ears pick up an utterance under Zirik's breath. "Guess subtlety is no longer the strategy."

Before you can react, the Wood Elf tosses Zirik a glass bottle filled with a sludgy, dark brown liquid, which he gulps down in an instant. A moment later, a flash of magic radiates from his body. He charges and slashes at you with a knife he stole off a Blackguard. You parry the blow but fall to the ground, and when you regain your bearings, the Wood Elf has vanished and Zirik is dashing towards the exit, attacking everyone who gets near him with reckless abandon. You begin to wonder if maybe it was a good thing he was held captive after all. As the Blackguards close in on you, you're faced with two options: You could simply flee into the swamps and claim credit for a job well done, or you could strike back at Zirik and keep a dangerous, magically-altered thief from roaming free.

Quest Objective:

Reduce the Round Counter by 2 and heal Zirik to full HP. Each unit adjacent to Zirik gains a Daze status die.

Zirik is no longer controlled by the party and is considered an opposing unit to all units. He takes his turn before adventurers and moves as many hexes as possible toward the entrance tile. If he can make maximum progress toward the entrance tile and still end his movement in a hex where he can target an opposing unit, he does so. Once he enters the entrance tile, he has escaped and is removed from the battle map.

This encounter is successful at the end of the round in which all undefeated adventurers are occupying the entrance tile.

If Zirik escaped, proceed to Quest Step E10 at the end of the day. If Zirik was defeated or remains in the dungeon, proceed to Quest Step E11 at the end of the day.

BATTLE OBJECTIVE - SPECIAL

Rewards: 3

When completed, go to entry: E10 *(pg. 40)* **or E11** *(pg. 41)*

CURATORS OF CHAOS
Undaunted

D24

Armed with your map fragments and newfound knowledge, you enter the cave below Stormhold with confidence in your direction and awareness of your enemy's presence. You even manage to sneak up and eavesdrop on a few of them as they argue over where to go next.

"These better be worth it," an Imperial grouses as his companion, a diminutive Orc, considers a branching pathway. "What does she even want these crystals for, anyway?"

"I don't really understand it," the Orc replies. "It's something about the crystals' ability to 'hold corruption.' She thinks they might be useful to... what did she say? 'Siphon off the worst effects of sundering the world from Oblivion until...' I can't remember. I just do what I'm told!"

The two finally pick a route and wander off. Suddenly, finding this codex seems a little more significant than just picking up a decent bounty.

Quest Objective:

Initiate the following delve using the end of session difficulty EP.

If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP after each time a skyshard is gained.

Gain + 1 skyshards. If you are in Session 2, you must gain 1 additional skyshard.

BATTLE OBJECTIVE - SURVEY

Rewards: 4

When completed, go to entry: E25 *(pg. 42)*

D36 Dark Lifelines

Eyes of the Queen

Ultimately, the word of a pirate you just beat into submission isn't the most trustworthy source of information, so you decide to complete your assignment as planned. Upon handing over the staff, however, you realize the Khajiit was telling it true.

The pale Wood Elf woman you just met grips the staff and holds it up for closer examination. Her hood falls away, revealing her full features – and, ominously, a trace of lightning crackling across her pupils.

"Fascinating," she muses. "This fragment of Helstrom's tree has managed to retain its power even after being separated from the source. I must retire to study its properties at once!"

Nervously, you ask about the culmination of the woman's deal with the Eyes.

"Ah," she chuckles. "Of course. Consider our agreement terminated."

She turns the staff on you.

Special Setup Instructions:

Discard the facedown from its adventurer's ready slot.

Quest Objective:

Initiate the following clash using the end of session difficulty EP.

Deploy quest unit: **Empowered Deslandra** to Hex A. Empowered Deslandra's defense stat is increased by the number of enemies adjacent to her. Her defense reduces true damage dealt to her.

Battle Map Setup:

Battle Objective - Eliminate Empowered Deslandra

Rewards: 2

When completed, go to entry: E38 *(pg. 44)*

D37 Dark Lifelines

Eyes of the Queen

You may be new to the Eyes of the Queen, but you know the organization values quick thinking almost as much as it values loyalty. As you discuss the particulars of the smuggling operation with the hooded Wood Elf woman, you notice that she is fuzzy on important organizational details, seeming to prefer a swift end to negotiations so she can procure Nightsplinter. Thinking on your feet, you refuse to hand over the staff until more concrete evidence of the contractor's cooperation can be given.

Your condition is met with a sneer. "The pirates here have a code of their own," the Wood Elf says, approaching you with menace. "They don't take kindly to those who renege on a deal."

You look around and see some local Corimont toughs closing in. Hopefully, your principles can withstand a beating.

Special Setup Instructions:

Flip over the facedown ; it may now be used as normal.

Quest Objective:

Initiate the following clash using the end of session difficulty EP.

Deploy quest unit: **Enraged Deslandra** to Hex A. Set the Round Counter to .

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Rewards: 2

When completed, go to entry:
E38 *(pg. 44)*

E04 Unnatural Selection

Mages Guild

After you've taken down the last of the animals, a consortium of mages is dispatched to your location. You serve as their escort as they seek to trace the corrupted plant matter back to its source.

After a couple of solid days, the guild's diviners locate an earthen laboratory hidden beneath a towering tree that emits a faint glow. The crude workspace has recently been stripped of its valuable materials, but enough was left behind in the rushed exit to identify it as an outpost of a group called the Soldiers of the Void. Though this experiment with altering the nature of Black Marsh's vital essence appears to have been unsuccessful, who's to say that this project's progenitor hasn't learned from their mistakes?

In Session 1, choose 1 of the following options:

- If you decide to further investigate hidden labs in the region, select the Black Marsh Outer Watch Quest for Session 2.
- If you wish to tackle more natural mysteries for the guild, select the Valenwood Mages Guild Quest for Session 2 (requires Valenwood expansion).
- If your skill at tracking takes you down a darker path, select the Skyrim Dark Brotherhood Quest for Session 2.

In Session 2, your investigation reveals that while the Soldiers of the Void have cleared out, something big is brewing within Black Marsh. Your guild's deep pockets allow you to chase down new leads, and armed with fresh knowledge, you seek to confront these cultists before their machinations in Black Marsh are unveiled. Proceed to the Black Marsh endgame quest for Session 3.

Gain Keyword: Ruin Experiment

E10 Thief Among Thieves

Thieves Guild

You are left bloody, beaten, and empty-handed, although you did manage to complete the job. After reporting on your success to the Thieves Guild, you learn that no one in the guild is aware of the identity of the Wood Elf you saw, nor of any supernatural ability previously possessed by Zirik. He must have had something on the side that he kept secret from the guild. You feel somewhat responsible for whatever havoc he's about to wreak on Tamriel, but at least the job was a good test of your competence.

In Session 1, choose 1 of the following options:

- If you pursue your connections within Black Marsh's criminal underworld, select the Black Marsh Eyes of the Queen Quest for Session 2.
- If you want to keep proving yourself to the Thieves Guild, select the Summerset Thieves Guild Quest for Session 2 (requires Summerset expansion).
- If you decide it was a mistake to let Zirik go free, select the Morrowind Dark Brotherhood Quest for Session 2.

In Session 2, you realize that the desperation of the mysterious Wood Elf speaks to Zirik's importance. He was likely needed for an operation here in Black Marsh. Using your guild contacts, you are able to connect Zirik with the Wood Elf Deslandra, a rogue founder of the Outer Watch organization who was also no doubt his mysterious benefactor at the prison. Fortunately, in his frantic escape, the Dark Elf failed to cover his tracks. If his role in Deslandra's plans is as pivotal as it seems, he should lead you right to her. Proceed to the Black Marsh endgame quest for Session 3.

Gain Keyword: Gain Notoriety

Thief Among Thieves E11

Thieves Guild

Realizing that whoever paid for Zirik's captivity may have had good reason to do so, you struck him down before he left Blackrose, beating a hasty retreat yourself not long after. Normally, utterly disregarding the terms of your contract would be bad form, but the Thieves Guild is in a forgiving mood after you show how a third party was manipulating events without the guild's knowledge (Seeks-The-Dark has also been curiously unavailable for the last several days). Regardless, even though you didn't actually break Zirik out, you at least proved that you could, which has boosted your standing among the guild's membership. As to who exactly this mysterious Wood Elf is, you have no idea. The guild took possession of Zirik's body for analysis and found traces of what seems like distorted magic derived from Black Marsh's plant life.

In Session 1, choose 1 of the following options:

- If you pursue your connections within Black Marsh's criminal underworld, select the Black Marsh Eyes of the Queen Quest for Session 2.
- If you want to keep proving yourself to the Thieves Guild, select the Summerset Thieves Guild Quest for Session 2 (requires Summerset expansion).
- If you decide to chase down a big score in a neighboring province, select the Morrowind Undaunted Quest for Session 2.

In Session 2, you realize that the desperation of the mysterious Wood Elf speaks to Zirik's importance. He was likely needed for an operation here in Black Marsh. Using your guild contacts, you are able to identify Zirik's association with the Wood Elf Deslandra, a rogue founder of the Outer Watch organization who was also no doubt his mysterious benefactor at the prison. You set out to uncover her plans in the region and disrupt them, hoping the loss of her Dark Elf confidante will leave her vulnerable. Proceed to the Black Marsh endgame quest for Session 3.

Gain Keyword: Eliminate Agent

Blackrose Brigade E15

Fighters Guild

As sweet as victory is, you cannot shake the bitter taste of helping the Blackguards maintain control over this facility. Perhaps one day, someone will finally rid this place of their presence. But you console yourself with the thought that today, all that matters is that Zirik remains captured. You've rounded up the surviving raiders of the prison and sent them back to the Fighters Guild for interrogation, but you've heard reports that some identified themselves as members of a group called the Soldiers of the Void. Apparently this group, which seems to have a center of operations nearby, was behind the attempt to retrieve Zirik. You'll make sure the guild hears of this and wonder if it merits some independent investigation.

In Session 1, choose 1 of the following options:

- If you decide that showing off your fighting talents in an exhibition is preferable to battling Blackguards, select the Black Marsh Circle of Champions Quest for Session 2.
- If you'd like the guild to send you on a less ethically gray quest, select the High Rock Fighters Guild Quest for Session 2.
- If you think this mission revealed your hidden talent for espionage, select the Summerset Eyes of the Queen Quest for Session 2 (requires Summerset expansion).

In Session 2, you recognize that such a bold assault on the Blackguards indicates Zirik's importance to some unknown criminal element. While the Dark Elf remains captured for now, you have to wonder if another attempt is on the horizon. Not wanting to repeat your experience with the Blackguards, you push harder for information about these Soldiers of the Void, desperate to discover where Zirik was so urgently needed. Proceed to the Black Marsh endgame quest for Session 3.

Gain Keyword: Block Operative

E20 Children of the Scales

Dark Brotherhood

Akisha stands on the shore, waving goodbye to the children as you stack the bodies of your fallen and mangled foes. As the ship fades from view, she rejoins you, tears lingering in her eyes.

"This is better for them, for now," she says. "I will rejoin them one day. Thank you for your help."

You don't really know what to make of Akisha, even after what you've just been through. The life of a Shadowscale is hard to explain to outsiders, even other members of the Dark Brotherhood. You sense the Shadow will linger over her for the rest of her life, however long or short it may be.

In Session 1, choose 1 of the following options:

- If your success in smuggling the children out of harm's way earns you the attention of another group in need of similar services, select the Black Marsh Thieves Guild Quest for Session 2.
- If Akisha's personal ethos intrigues you, select the Elsweyr Dark Brotherhood Quest for Session 2 (requires Elsweyr expansion).
- If this business leaves you with a taste for more traditional dirty work, select the High Rock Eyes of the Queen Quest for Session 2.

In Session 2, Shadowscale Akisha insists that this kidnapping operation should not go unresolved. Using your own contacts within the Brotherhood, you are able to connect the operation with a cult called the Soldiers of the Void, which has been plaguing Black Marsh with unknown intentions. An enraged Akisha offers to help you root them out. Proceed to the Black Marsh endgame quest for Session 3.

Gain Keyword: Gain Ally: **Shadowscale Akisha**

E25 Curators of Chaos

Undaunted

It was a tough assignment, but you managed to find the tome before your rivals and make it out of the caverns alive. Returning to Lilmoth, you turn over the text to Famia Mercius, an Imperial woman and the co-founder of Cyrodilic Collections. Her face changes from excited to grim as she carefully pages through the first few chapters.

"This is undoubtedly an important Argonian artifact, and you have our thanks," she says. "Given what you saw on your journey and the information contained within, however, it may be unwise for us to display this volume publicly at this time. Still, we can't thank you enough for your service to our group, and to the Argonian people. Even if this volume doesn't find a place in our public collection, it will serve as an invaluable resource for researchers of Argonian antiquity."

In Session 1, choose 1 of the following options:

- If your reputation for keeping dangerous items out of the wrong hands lands you another job, select the Black Marsh Fighters Guild Quest for Session 2.
- If this mission leaves you itching to hunt down even bigger treasures, select the Cyrodiil Undaunted Quest for Session 2.
- If your aptitude at making connections to get what you want has earned you a secret admirer, select the Valenwood Eyes of the Queen Quest for Session 2 (requires Valenwood expansion).

In Session 2, Famia beseeches you to track down more information about the brigands you felled beneath Stormhold. Based on how well they were armed, it's unlikely they were simply rogue treasure hunters. Famia tells you that the contents of the tome relate to the natural energies of Black Marsh. After some research into the properties of the Stormhold Crystals, you set off into Black Marsh's dense woods, charting a path toward an area ripe for magical experimentation. Proceed to the Black Marsh endgame quest for Session 3.

Gain Keyword: Intercept Intelligence

Birthplace of Aberrations E27

Outer Watch

The battle was hard fought, but you managed to locate the laboratory and destroy its contents, significantly reducing Black Marsh's cultist population in the process. As you search through what remains of the makeshift underground facility, however, you're surprised to see that most of the experiments do not focus on the extracts' ability to act as stable agents in Oblivion. Instead, it appears that the plant matter is being stress-tested for its ability to keep foreign agents and magic from penetrating its external barrier. This suggests that Deslandra's goals may not relate to the use of Black Marsh's plant life as a reagent, but rather as a magical wall. Given the amount of the stuff amassed at this location, it appears to be a big project, indeed.

In Session 1, choose 1 of the following options:

- If you pursue a lead on the unique flora you find in Deslandra's laboratory, select the Black Marsh Psijic Order Quest for Session 2.
- If Bodean asks for your help with a more traditional community aid mission, select the Skyrim Outer Watch Quest for Session 2.
- If you enjoyed traversing a hostile landscape enough to pursue it professionally, select the Valenwood Circle of Champions Quest for Session 2 (requires Valenwood expansion).

In Session 2, you report your findings to the Outer Watch and continue your investigation. If the state of the laboratory is any indication, Deslandra and her Soldiers of the Void are no doubt close to achieving their goal here in Black Marsh. While the destruction of this laboratory won't completely halt their progress, it is clear Deslandra will be at a disadvantage, unable to fully utilize her protective equipment. Proceed to the Black Marsh endgame quest for Session 2.

Gain Keyword: Destroy Equipment

Sap of Ages E31

Psijic Order

The road was treacherous, but you've managed to return the sap – and yourself – to the Order rendezvous in Leyawiin in one piece. Your contact is the same old mage who warned you about competing parties before you left on your journey. Though she's hesitant to say much about what the Order hopes to accomplish with the sap, the Argonian woman is visibly relieved that you managed to keep the sample out of dangerous hands.

"Anomalous tree sap is becoming a hot black market item in Black Marsh," she confides. "Technically speaking, this isn't really Black Marsh tree sap at all, but a related substance called amber plasm. This plasm has properties even we Argonians don't fully understand – properties that link it to the source of Nirn, and maybe even the worlds beyond. I've heard of this 'mistress' your Khajiit friend spoke of – a Wood Elf who's been poking her nose into Black Marsh's most arcane secrets. If someone like that were to unlock those secrets, there's no telling what kind of chaos could erupt – on this plane or another."

In Session 1, choose 1 of the following options:

- If you follow up your study of mysterious flora with an investigation of mysterious fauna, select the Black Marsh Mages Guild Quest for Session 2.
- If you prefer an Order assignment in a more arid climate, select the Hammerfell Psijic Order Quest for Session 2 (requires Hammerfell expansion).
- If being party to smuggling has encouraged you seek out even more illicit goods, select the Cyrodiil Eyes of the Queen Quest for Session 2.

In Session 2, you recognize that the description of this Wood Elf matches up with other rumors of ill deeds in the province, indicating she is no mere curious scholar hoping to understand the ecology of Black Marsh. The amber plasm is clearly dangerous, and this person likely seeks it for dangerous ends. From the breadth of stories you've heard about the Wood Elf, she is likely pushing forward with her shady operation without the benefit of the amber plasm, which is a setback you hope to exploit. Proceed to the Black Marsh endgame quest for Session 3.

Gain Keyword: Recover Reagent

E38 Dark Lifelines

Eyes of the Queen

Upon finding herself outmatched, the contact, who you learn is named Deslandra, flees the scene with a few minions in tow, leaving Nightsplinter behind. As you recover at Sundry Swills, you're approached by Captain One-Eye, who apologizes for allowing a cultist to make port at the smuggling hub.

"Turns out we didn't know as much about that one as we thought," the captain admits. "Her ilk ain't good for business. I owe ye my thanks for showing us who that Wood Elf really was."

She sidles closer to you and offers a wink with her good eye.

"If the Eyes ever want to reopen operations through here, tell Razum-dar to parley with me directly. I don't mind action; I just want a piece of it."

In Session 1, choose 1 of the following options:

- If your machinations catch the eye of someone on the wrong side of the law, select the Black Marsh Dark Brotherhood Quest for Session 2.
- If your ability to reopen smuggling operations leads to further work along the same lines, select the Cyrodiil Eyes of the Queen Quest for Session 2.
- If you'd prefer your fights to be more out in the open from now on, select the Hammerfell Circle of Champions Quest for Session 2 (requires Hammerfell expansion).

In Session 2, you can't shake the feeling that this Deslandra has only been inconvenienced, not thwarted. While she goes without Nightsplinter, she no doubt has contingencies ready for her dark purposes. Based on its origins, Nightsplinter clearly has a strong magical link to the natural surroundings of Black Marsh. With the staff out of Deslandra's reach, you believe she will be much more vulnerable to a retaliatory strike. Proceed to the Black Marsh endgame quest for Session 3.

Gain Keyword: Obtain Artifact

E42 Swampstorming

Circle of Champions

With the ringleader of the amber plasm smuggling operation legally killed in battle, the organization was able go through the fighter's personal effects. In so doing, investigators found evidence connecting the deceased warrior with several other big names on the local Circle fighting circuit, as well as some cryptic communication with the plasm's shadowy buyer. There's no name signed to these letters, but one still carries part of a seal, marked with the sigil of a group you're told is called the Soldiers of the Void. It seems this purchaser was attempting to learn how and why the plasm was entering Tamriel from Oblivion, seeking to test these bonds for themselves. Though the Circle's leadership doesn't know who was hiring its fighters, it's satisfied that this strain of corruption has been uprooted from the ranks – in Black Marsh, anyway.

In Session 1, choose 1 of the following options:

- If you pursue rumors of buried treasure below Black Marsh, select the Black Marsh Undaunted Quest for Session 2.
- If you continue with the Circle in a more traditional competitive capacity, select the Morrowind Circle of Champions Quest for Session 2.
- If you've gotten a taste for tracking dangerous criminals, select the Elsweyr Eyes of the Queen Quest for Session 2 (requires Elsweyr expansion).

In Session 2, you and your fellow champions dig deeper into the Soldiers of the Void's smuggling operation. You soon realize that the presence of amber plasm in the province is often connected with the increased volatility of Black Marsh's ecology, which suggests that the substance is being used for ill purposes by the Soldiers. Always looking to test your steel against tougher opponents, you set out to take them down, hoping to earn a bit of glory in the process. Proceed to the Black Marsh endgame quest for Session 3.

Gain Keyword: Disrupt Operation

Blackrose Prison

DUNGEON

Tiles Needed:

Entrance Tile
Clash Mat
3-hex tiles x3
6-hex tiles x3
7-hex tiles x1

Rules:

Tiles with ★ hexes are prison cells. When enemies are deployed to the ★ hexes in the cells, they deploy with 0 HP. While they have 0 HP, they do not take turns, nor can they be targeted or affected by any effect. Additionally, cells are impassable for all other units until they are unlocked. The specific encounter explains how cells are unlocked. When a cell is unlocked, it is no longer impassable, and all units occupying it gain their full HP and take turns as normal.

Endgame
Dead to Roots

Day 1

Your investigations into the strange experiments being done on local plant and animal life have led you to a grove of trees situated near the heart of Black Marsh. As you approach, you notice that the landscape around you seems to have fallen into decay. While often dangerous, the flora and fauna of Black Marsh have always struck you as vibrant and stalwart, but things seem different here... more corrupted. Your ears are pricked by the sound of combat, and you rush forward to see that someone has arrived here before you. You recognize him as Bodean, one of the leaders of the Outer Watch, and he calls out for your help as he battles a wide array of fearsome creatures. In between his thrusts and parries, you can see him attempting to cut away brush and stone covering some kind of hollow at the base of one of these massive tree trunks. If you survive this battle, you promise yourself to ask him how you and he have arrived at this same spot.

Encounter Setup:

Set the weather to Flooding. Set aside quest units: **Imbued Deslandra**, **Zirik**, **Wandering Argonian**, and **Corrupted Creature**.

This clash requires the use of a custom Delve Deck. When creating the Delve Deck, separate all of the Black Marsh and general delve cards that have skyshards from all of the Black Marsh and general delve cards that do not. Then, randomly add ☊ x 2 cards that do not have skyshards into the deck of skyshard cards and shuffle it. Use this as your Delve Deck for the duration of this step.

Set up the following clash, using the end of session difficulty EP.

Deploy quest unit: **Bodean** to the center ★ hex and place 🎒 caches equal to 6 - ☊ on any lettered hexes of your choice. Bodean is a companion controlled by the party. Party members use the ★ hexes for deployment instead of the entrance tile.

Encounter Rules:

Initiate the following clash. At the start of each round, deploy enemies to any unoccupied lettered hexes (in alphabetical order) so that the combined level value of enemies in play equals the initial EP, using as few enemies as possible.

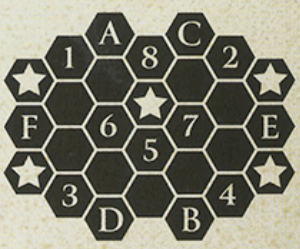
When an adventurer unlocks a cache, they gain the item and draw the top card from the Delve Deck. If it has any skyshards, they set it aside and gain a Bane status die. Otherwise, they discard it. When a cache is removed for any reason, place a new cache in the next lettered hex that does not currently have a cache (Hex F proceeds to Hex A).

Bodean may perform lockpick checks. Instead of gaining fatigue to change die results, he may deal himself 1 true damage to adjust a die by up to 3. He does not gain items, nor does he gain a Bane status upon finding a skyshard.

Once 4 skyshards have been set aside, place the entrance tile adjacent to the party member who set aside the last skyshard. Additional skyshards may still be set aside and will help in future quest steps. Delve cards with 2 skyshards still count as 2 skyshards.

This encounter is successful at the end of any round in which all undefeated adventurers are occupying the entrance tile. Any quest unit companions that are not occupying the entrance tile at the end of the encounter are discarded.

Battle Map Setup:



Battle Objective - Special

Rewards: 2 ✴

When completed, go to day 2

Available Keywords

Block Operative

Your ability to hamper Deslandra's communication pipeline is paying dividends.

At the start of each round, only 1 new enemy is deployed. It must be the highest level enemy possible, without making the current active enemy point value exceed the initial EP.

Destroy Equipment

By destroying key equipment Deslandra needed, you've lessened the infection's severity and made Deslandra's formula more volatile.

When setting aside a skyshard, do not gain a Bane status die.

Gain Ally

You didn't travel to this isolated grove alone.

The quest unit associated with your keyword becomes a companion controlled by the party. If your companion is quest unit: **Bodean**, his Combat stat increases by 2.

Gain Notoriety

Bodean is encouraged to be fighting alongside someone so committed to foiling Deslandra's plot. Deslandra's allies have the opposite feeling.

Quest unit: **Bodean's** Health stat increases by 3.

Intercept Intelligence

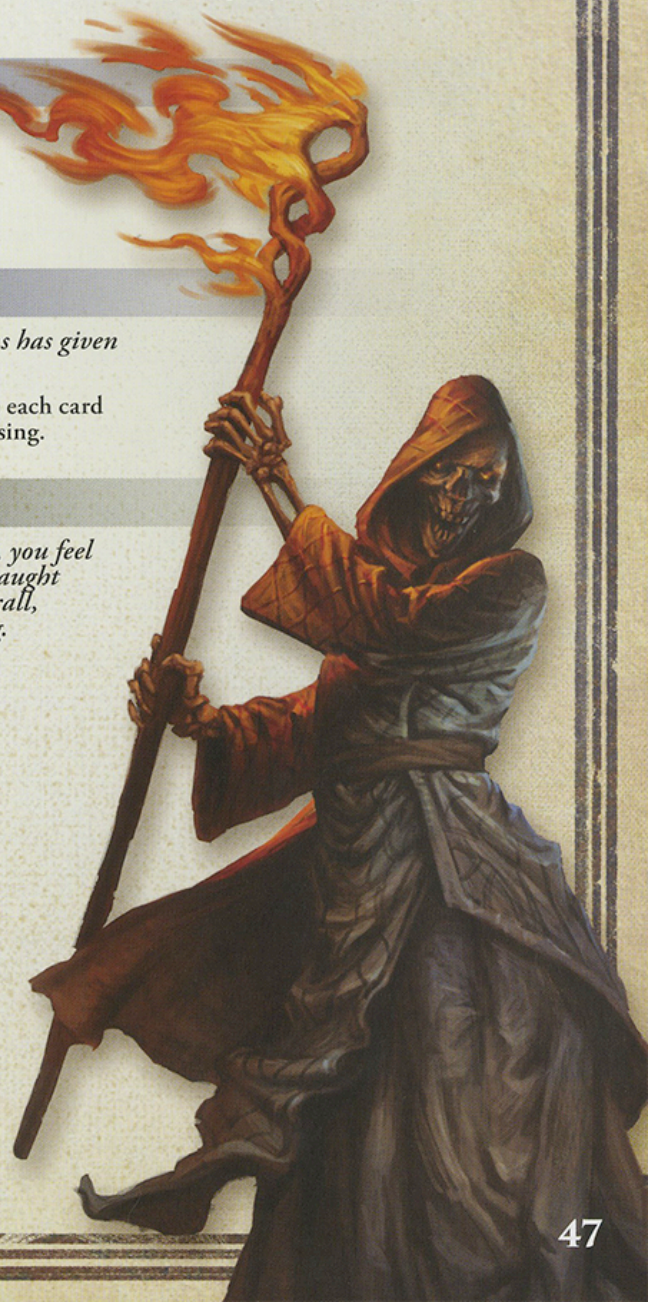
Your understanding of Deslandra's previous delve operations has given you insight into her next move.

After creating the Delve Deck, draw the top 3 delve cards. Place each card on either the top or bottom of the deck in an order of your choosing.

Minor Keyword - Dark Blessing

As you draw your weapon and face down Deslandra's forces, you feel a dark pull on your heart. Your time with Daedric cultists taught you a few tricks for keeping malevolent creatures in your thrall, and you sense that now is the time to call upon that training.

Level 1: **Skeleton** becomes a companion controlled by the party.
If ☊ is 3+, use level 5: **Skeleton Mage** instead.



Endgame
Dead to Roots

Day 2

You rush into the newly-revealed cavern, which immediately envelops you in a consuming darkness. By bane or blessing, the opening collapses behind you, and Bodean quickly lights a torch to illuminate your surroundings.

"Many of Black Marsh's most mystical trees have roots that converge in this area," Bodean explains as the firelight flickers across his scarred features. "There is much we don't know about these roots' connection to extra-planar forces, but one of the Outer Watch's former members, Deslandra, plans to corrupt them in the hopes that she can weaken the connection between the world of Nirn and the realms of magic. Help me uncover her excavation, so we can rid these lands of her blight!"

You look around and realize that many of the vines you cut away from the hollow's entrance are pulsing with a magical energy. You'll need to store a few to help the healers of Black Marsh counteract whatever Deslandra is planning, but perhaps you can also use some to give you an edge in the final confrontation. You look back at Bodean. He is breathing heavily, and in the dark it's hard to see the extent of his injuries from the previous battle. He might not be able to continue on.

Encounter Rules:

Discard skyshards. You may then choose to discard any additional skyshards. For each additional skyshard discarded, each adventurer may either gain 2 bonus XP, remove 1 additional die from their cooldown track and heal for 1 additional HP during today's Adventurers Rest step, or refresh 1 expended . Discarded skyshards are shuffled back into the Delve Deck.

If at least 1 additional skyshard was discarded, you may set the weather to Rainy. If at least 2 additional skyshards were discarded, you may set the weather to Sunny. Delve cards with 2 skyshards still count as 2 skyshards, but their skyshards must be discarded together. Any skyshards not discarded during this step are not shuffled back into the Delve Deck and are instead set aside, making the next quest step easier.

Rewards: 1

When completed, go to day 3

Available Keywords

Obtain Artifact

The artifact you collected seems to respond to the properties of the corrupted roots.

When discarding additional skyshards, each adventurer may gain 2 bonus HP in addition to the individual option they choose.

Recover Reagent

During your mission, you intercepted the mysterious amber plasm, giving you further insight into the nature of Deslandra's objective.

Discard 1 fewer skyshard for the objective requirement.

Minor Keyword - Speak for the Trees

Examining the corruption of the roots, you almost feel the trees call out, as if they know and trust you. You are a true defender of nature, and nature will respond in kind.

During the Adventurers Rest step, each adventurer may remove all fatigue from their cooldown track.

Endgame
Dead to Roots

Day 3

Trudging through the mud and darkness, you hear commotion from the tunnels ahead. You turn a final bend and see the Wood Elf Deslandra standing in a large subterranean clearing.

"Find the biggest roots you can, and I will imbue them with my solution!" she shouts. "If we are to fully cleanse Tamriel of magic, we must sever every tie that binds it. Corrupt these roots, and the rest will follow!"

As you adjust your footing, you slip in a deep puddle, and Deslandra turns to look in your direction. Her face pulses with an amber energy, and you realize she has turned her testing on herself. She will be the vessel that corrupts the roots!

"You are too late, foolish adventurer," she says. "Once the magic of Black Marsh falls, the link between planes will weaken and Nirn can finally liberate itself from the shackles of magic. You may kill me here, but my soldiers are already in place."

She speaks confidently, but you heard her orders. The roots haven't been turned yet.

Encounter Setup:

Take all general and Black Marsh delve cards, except for any skyshards set aside from day 2, and shuffle them to form the Delve Deck.

Set up the following delve using the end of session difficulty EP, placing the 17-hex tile adjacent to the entrance tile as shown.

Deploy quest unit: **Imbued Deslandra** to Hex A with additional HP equal to ☊. When deploying the initial enemies, only use 1 level 20 enemy before using level 10 enemies. After all numbered hexes are occupied, determine the remaining EP, if any. For every 10 points remaining, choose 1 of the following:

1. Take a set-aside skyshard card and place it on the top of the Delve Deck.
2. Each adventurer gains 1 overfatigue.
3. Imbued Deslandra gains 3 HP (may exceed Health stat).

Scout adventurers may treat this setup as a clash for the purposes of their innate class ability.

Encounter Rules:

Initiate the following delve. During this delve, all When Revealed, environmental, and skyshard effects are ignored.

In addition to deploying enemies from the EP as normal, deploy the following quest units at the start of the designated rounds:

Round 2: **Zirik**
Round 4: **Wandering Argonian**
Round 6 (first fatigue round): **Corrupted Creature**

These enemies deploy to any unoccupied hex on the entrance tile. If no hexes are unoccupied, defeat the weakest unit occupying the entrance tile and deploy the quest unit there.

Imbued Deslandra takes her turn before adventurers. She may move up to 4 hexes and may move through occupied hexes. Imbued Deslandra always moves towards the closest ⌂ hex that would trigger an exploration. When Imbued Deslandra moves into an explorable hex, she triggers an exploration. When she does so, you may place the new delve tile with the orientation of your choosing, but you must always make sure that at least 1 explorable hex remains in the delve, if possible.

If Imbued Deslandra draws a delve card with a skyshard, she gains it (she does not need to move onto the tile). When Imbued Deslandra gains a skyshard, after deploying enemies to the new tile as usual, immediately end her movement and place her in Hex A, or in the closest unoccupied hex if it is occupied. Then, place a stack of 6 - ☊ HP chips in an unoccupied hex on both the newly revealed tile (if one is revealed) and in an unoccupied ★ hex. These are the Mystic Roots. Enemies treat Mystic Roots as opposing units, and adventurers do not consider them as units but treat their hexes as impassable. Mystic Roots cannot gain status effect dice.

When a Mystic Root is defeated, all units except Imbued Deslandra and the remaining Mystic Roots are dealt 1 true damage, and each adventurer must decrease their Cooldown stat by 1 or untrain a Magicka stat token. If neither can be done, they are dealt 1 additional true damage. When an adventurer gains a skyshard, they place it with the skyshards set aside in day 2. An adventurer may discard a set-aside skyshard to ignore the damage and stat reduction caused by a Mystic Root being defeated. Delve cards with 2 skyshards are treated as delve cards with 1 skyshard.

Battle Map Setup:

Battle Objective - Conquer

At the start of fatigue rounds, each adventurer is dealt 1 true damage but does not gain overfatigue, nor are they dealt true damage from overfatigue.

When completed, go to the Epilogue

Available Keywords

Block Operative

Quest unit: **Zirik** deploys in Round 4. Quest unit: **Wandering Argonian** does not deploy.

Destroy Equipment

When a Mystic Root is defeated, quest unit: **Imbued Deslandra** is dealt 1 true damage and gains a Daze status die.

Disrupt Operation

By disrupting Deslandra's plans, you have forced her to spend less time surveying the Black Marsh underground.

Mystic Roots are not placed on ★ hexes when Imbued Deslandra gains a skyshard.

Eliminate Agent

Your lethality in the field means that Deslandra's trusted Dark Elf agent is... unavailable.

Quest unit: **Zirik** does not deploy.

Gain Notoriety

After the initial enemy deployment, replace half (rounded up) of the non-quest enemies with enemies of the next level lower, randomly drawn from the enemy bags. The party chooses which enemies are replaced.

Intercept Intelligence

Flip the Delve Deck faceup. When a skyshard is gained by quest unit: **Imbued Deslandra,** you may set it aside along with the party's set-aside skyshards, allowing it to be discarded to avoid negative effects when a Mystic Root is defeated.

Obtain Artifact

When a Mystic Root is defeated, adventurers may untrain their Health or Stamina instead of Magicka or Cooldown.

Recover Reagent

When an adventurer would heal for any amount of HP, they may instead heal a Mystic Root in sight for the same amount. Mystic Roots do not have a max HP.

Ruin Experiment

By stopping Deslandra's experiment cold, you've prevented the emergence of a powerful foe.

Quest unit: **Corrupted Creature** does not deploy.

Minor Keyword - Underworld Disarray

A good portion of Deslandra's forces are nothing more than low-level mercenaries, and your actions have sent waves of dread throughout the criminal underground.

Each Bandit and Marauder enemy gains a Fear status die when it deploys.

Endgame
Dead to Roots

Epilogue

You have stopped the corruption from spreading through the great trees' roots and extinguished the eerie light behind Deslandra's eyes for good. You rifle through Deslandra's pockets and find a still-unbroken vial of her solution. Holding it up to the torchlight, you examine its sickly amber luminescence and wonder what really would have happened if the Wood Elf had been allowed to proceed unchecked. The trees of Black Marsh are among the oldest living things on Nirn, and you have a feeling they'll long outlast man and mer alike. Still, even if Deslandra's scheme hadn't worked, grave harm could have come to Black Marsh's ecosystem. You pour the solution on the ground and pocket the vial. It's best if no one has a sample to study.